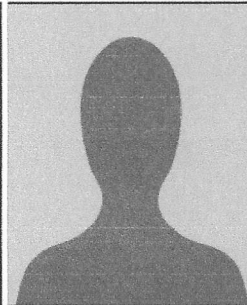


# ROMAN ERA

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Young Soldier  
 Age 19 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# CHARACTERISTICS

STR 50  $\frac{25}{10}$  DEX 45  $\frac{22}{9}$  INT 35  $\frac{17}{7}$   
 CON 45  $\frac{22}{9}$  APP 65  $\frac{32}{13}$  POW 40  $\frac{20}{8}$   
 SIZ 55  $\frac{27}{11}$  EDU 40  $\frac{20}{8}$  Move Rate 7



Major Wound	<u>M10P</u>	Temp. Insane		Indef. Insane	<u>40</u>	<u>99</u>	Insane	01	02	03	04	05	06	07																
HIT POINTS	Dying	<u>00</u>	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20													
	Unconscious		03	04	05	31	32	33	34	35	36	37	38	39	<u>40</u>	41	42	43	44	45	46	47	48	49	50	51	52	53		
			06	07	08	09	<u>10</u>	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
			11	12	13	14	15	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
			16	17	18	19	20																							

# CALL of CTHULHU

LUCK	Out of Luck	01	02	03	04	05	06	07	MAGIC POINTS																
		08	09	10	11	12	13	14		15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
		31	32	33	34	35	36	37		38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
		54	55	56	57	58	59	60		61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
		77	78	79	80	81	82	83		84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

# SKILLS

<input type="checkbox"/> Accounting (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Fighting (Sword)	25 $\frac{12}{5}$	<input type="checkbox"/> Other Language (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Animal Handling (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Fighting (Spear)	40 $\frac{20}{8}$	<input type="checkbox"/> Own Language (EDU) Greek	40 $\frac{20}{8}$	<input type="checkbox"/> Spot Hidden (25%)	60 $\frac{30}{12}$
<input type="checkbox"/> Appraise (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Persuade (15%)	30 $\frac{15}{6}$	Status (00%)	30 $\frac{15}{6}$
<input type="checkbox"/> Art / Craft (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Insight (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Pilot Boat (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Stealth (10%)	40 $\frac{20}{8}$
<input type="checkbox"/> Charm (15%)	65 $\frac{32}{13}$	<input type="checkbox"/> Intimidate (15%)	25 $\frac{12}{5}$	<input type="checkbox"/> Ranged Weapons		<input type="checkbox"/> Swim (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Civics (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Jump (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Repair/Devise (20%)	55 $\frac{27}{11}$	<input type="checkbox"/> Throw (25%)	25 $\frac{12}{5}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Library Use (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Ride Horse (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Track (10%)	55 $\frac{27}{11}$
<input type="checkbox"/> Cthulhu Mythos (00%)	0 $\frac{0}{0}$	<input type="checkbox"/> Listen (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> R&W Language (01%)	1 $\frac{0}{0}$		
<input type="checkbox"/> Dodge (half DEX)	30 $\frac{15}{6}$	<input type="checkbox"/> Medicine (01%)	1 $\frac{0}{0}$	<input type="checkbox"/> Science (01%)	1 $\frac{0}{0}$		
<input type="checkbox"/> Drive Horse/Oxen (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Natural World (20%)	20 $\frac{10}{4}$				
<input type="checkbox"/> Empire (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$				
<input type="checkbox"/> Fast Talk (05%)	15 $\frac{7}{3}$	<input type="checkbox"/> Occult (05%)	30 $\frac{15}{6}$				
<input type="checkbox"/> Fighting (Brawl) (25%)	50 $\frac{25}{10}$	<input type="checkbox"/> Other Kingdoms (10%)	10 $\frac{5}{2}$				

# ARMOR

Armor Type	Value
Shield Type	Dmg/Armor
Medium	1D4/1D4
	/

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed	50	25	10	1d3 + db	-	1	-	-
Spear	40	20	8	1D6	-	1	-	-

# COMBAT

Damage Bonus	none
Build	0
Dodge	30 $\frac{15}{6}$

# BACKSTORY



Personal Description \_\_\_\_\_ Traits \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Ideology/Beliefs \_\_\_\_\_ Life Events \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Significant People \_\_\_\_\_ Phobias & Manias \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Meaningful Locations \_\_\_\_\_ Arcane Tomes, Spells & Artifacts \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Treasured Possessions \_\_\_\_\_ Encounters with Strange Entities \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## GEAR & POSSESSIONS

Short belted tunic that comes just above the knees	Spear
Cloak	Shield strapped to their back
Amulet of Ares	
_____	_____
_____	_____
_____	_____
_____	_____

## CASH & ASSETS

Spending Level \_\_\_\_\_  
 Cash \_\_\_\_\_  
 Assets \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail >skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
--------------------	-------------------	----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

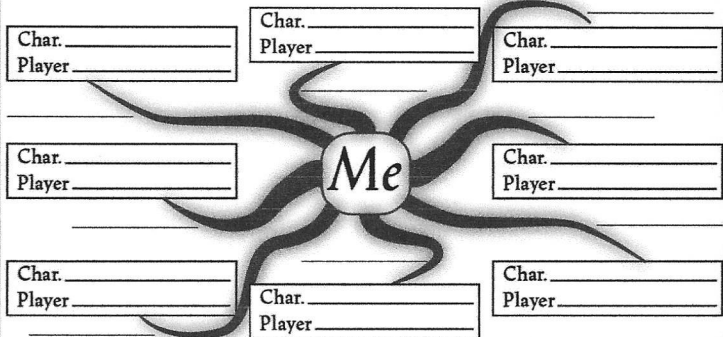
Reach 0 HP with Major Wound = **Dying**

*Dying*: First Aid = temp. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## FELLOW INVESTIGATORS



## **Leon/Leonie**

Young Soldier

Age 19

A young, idealistic soldier who has grown up on the battlefield and dreams of glory and honor. They've only been in two battles so far, but got a heroic scar on their bicep they love to show off to anyone who will listen. Their mother said their unknown father was someone powerful, and they secretly believes it to be Agamemnon himself. They hope to win such glory that Agamemnon will recognize them as his own child.

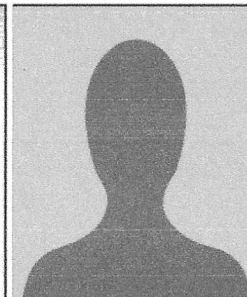


# ROMAN ERA

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Veteran Soldier  
 Age 35 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# CHARACTERISTICS

STR 60  $\frac{30}{12}$  DEX 50  $\frac{25}{10}$  INT 50  $\frac{25}{10}$   
 CON 50  $\frac{25}{10}$  APP 40  $\frac{20}{8}$  POW 45  $\frac{22}{9}$   
 SIZ 45  $\frac{22}{9}$  EDU 45  $\frac{22}{9}$  Move Rate 9  $\frac{-1}{-1}$



Major Wound	<u>Mc9HP</u>	Temp. Insane	Indef. Insane	<u>45</u>	<u>99</u>	Insane	01	02	03	04	05	06	07																				
HIT POINTS	Dying	<u>00</u>	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30						
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	40	41	42	43	44	<u>45</u>	46	47	48	49	50	51	52	53						
	06	07	08	<u>09</u>	10	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76					
	11	12	13	14	15	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99					
	16	17	18	19	20																												
																													SANITY				
																													MAGIC POINTS				
																													<u>09</u>				

# CALL of CTHULHU

LUCK	Out of Luck																												01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30												
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53												
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76												
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99												
																													MAGIC POINTS						
																													<u>09</u>						

# SKILLS

<input type="checkbox"/> Accounting (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Fighting (Sword)	<u>70</u> $\frac{35}{14}$	<input type="checkbox"/> Other Language (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Animal Handling (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Fighting (Spear)	<u>40</u> $\frac{20}{8}$	<input type="checkbox"/> Own Language (EDU)	<u>45</u> $\frac{22}{9}$	<input type="checkbox"/> Spot Hidden (25%)	<u>60</u> $\frac{30}{12}$
<input type="checkbox"/> Appraise (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> First Aid (30%)	<u>30</u> $\frac{15}{6}$	<input type="checkbox"/> Greek	<u>45</u> $\frac{22}{9}$	Status (00%)	<u>40</u> $\frac{20}{8}$
<input type="checkbox"/> Art / Craft (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Insight (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Persuade (15%)	<u>35</u> $\frac{17}{7}$	<input type="checkbox"/> Stealth (10%)	<u>20</u> $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/> Intimidate (15%)	<u>55</u> $\frac{27}{11}$	<input type="checkbox"/> Pilot Boat (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> Swim (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/>		<input type="checkbox"/> Jump (25%)	<u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Ranged Weapons		<input type="checkbox"/> Throw (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Charm (15%)	<u>35</u> $\frac{17}{7}$	<input type="checkbox"/> Library Use (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Track (10%)	<u>60</u> $\frac{30}{12}$
<input type="checkbox"/> Civics (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Listen (25%)	<u>30</u> $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Climb (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Medicine (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> R&W Language (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/>	
Cthulhu Mythos (00%)	<u>0</u> $\frac{0}{0}$	<input type="checkbox"/> Natural World (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>50</u> $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/> Repair/Devise (20%)	<u>55</u> $\frac{27}{11}$	<b>ARMOR</b>	
<input type="checkbox"/> Drive Horse/Oxen (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Navigate (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Ride Horse (05%)	<u>5</u> $\frac{2}{1}$	Armor Type	Value
<input type="checkbox"/> Empire (25%)	<u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Occult (05%)	<u>45</u> $\frac{22}{9}$	<input type="checkbox"/> Science (01%)	<u>1</u> $\frac{0}{0}$	Soft leather	1D3
<input type="checkbox"/> Fast Talk (05%)	<u>15</u> $\frac{7}{3}$	<input type="checkbox"/> Other Kingdoms (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/>		Shield Type	Dmg/Armor
<input type="checkbox"/> Fighting (Brawl) (25%)	<u>55</u> $\frac{27}{11}$	<input type="checkbox"/>		<input type="checkbox"/>		Medium	1D4 / 1D4

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Sword	70	35	14	1D6+1	-	1	-	-

# COMBAT

Damage Bonus none  
 Build 0  
 Dodge 50  $\frac{25}{10}$



# BACKSTORY



Personal Description \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Traits \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Ideology/Beliefs \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Life Events \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Significant People \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Phobias & Manias \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Meaningful Locations \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Arcane Tomes, Spells & Artifacts \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Treasured Possessions \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

Encounters with Strange Entities \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

## GEAR & POSSESSIONS

Longer belted tunic that reaches the knees

\_\_\_\_\_  
 \_\_\_\_\_

Light leather armor

Round shield on their back

Sword strapped to their hip

\_\_\_\_\_  
 \_\_\_\_\_

## CASH & ASSETS

Spending Level \_\_\_\_\_

Cash \_\_\_\_\_

Assets \_\_\_\_\_

\_\_\_\_\_  
 \_\_\_\_\_

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success:	Fumble 100 / 96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
--------------------	---------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

**Major Wound** = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

*Dying*: First Aid = temp. stabilised; then require Medicine

**Natural Heal rate** (non Major Wound): recover 1HP per day

**Natural Heal rate** (Major Wound): weekly healing roll

## FELLOW INVESTIGATORS

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Me

## **Damon/Damien**

Grizzled Veteran

Age 35

A battle-hardened, war weary soldier who has lived through more battles and seen more comrades killed than they care to remember. They were disgraced a month ago when the madness of Apollo fell upon them and they fled the battlefield in a red haze, finding themselves later on the beach covered in blood, with no memory of how they got there.

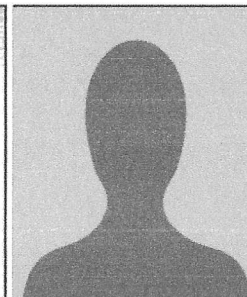
Their only goal is redemption.

# ROMAN ERA

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Keeper of Household  
 Age 31 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# CHARACTERISTICS

STR 45  $\frac{22}{9}$  DEX 60  $\frac{30}{12}$  INT 45  $\frac{22}{9}$   
 CON 60  $\frac{30}{12}$  APP 70  $\frac{35}{14}$  POW 40  $\frac{20}{8}$   
 SIZ 45  $\frac{22}{9}$  EDU 50  $\frac{25}{10}$  Move Rate 8



Major Wound	<u>M10P</u>	Temp. Insane		Indef. Insane		<u>40</u>	<u>99</u>	Insane	01	02	03	04	05	06	07																		
HIT POINTS	Dying	<u>00</u>	01	02	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30						
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	<u>40</u>	41	42	43	44	45	46	47	48	49	50	51	52	53						
	06	07	08	09	<u>10</u>	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76					
	11	12	13	14	15	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99					
	16	17	18	19	20																												
																													SANITY				

# CALL of CTHULHU

LUCK	Out of Luck																												01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30												
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53												
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76												
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99												

MAGIC POINTS	Mc8MP																											
	00	01	02	03	04																							
	05	06	07	<u>08</u>	09																							
	10	11	12	13	14																							
	15	16	17	18	19																							
	20	21	22	23	24																							

# SKILLS

<input type="checkbox"/> Accounting (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Other Language (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Animal Handling (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Spot Hidden (25%)	<u>50</u> $\frac{25}{10}$
<input type="checkbox"/> Appraise (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> First Aid (30%)	<u>30</u> $\frac{15}{6}$	<input type="checkbox"/> Own Language (EDU)	<u>50</u> $\frac{25}{10}$	Status (00%)	<u>45</u> $\frac{22}{9}$
<input type="checkbox"/> Art / Craft (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Insight (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Greek	<u>40</u> $\frac{20}{8}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Intimidate (15%)	<u>75</u> $\frac{37}{15}$	<input type="checkbox"/> Persuade (15%)	<u>40</u> $\frac{20}{8}$	<input type="checkbox"/> Stealth (10%)	<u>10</u> $\frac{5}{2}$
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Jump (25%)	<u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Pilot Boat (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> Swim (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Charm (15%)	<u>30</u> $\frac{15}{6}$	<input type="checkbox"/> Library Use (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> _____	<input type="checkbox"/> Throw (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Civics (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Listen (25%)	<u>60</u> $\frac{30}{12}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Track (10%)	<u>10</u> $\frac{5}{2}$
<input type="checkbox"/> Climb (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Medicine (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> R&W Language (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____
Cthulhu Mythos (00%)	<u>0</u> $\frac{0}{0}$	<input type="checkbox"/> Natural World (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX)	<u>30</u> $\frac{15}{6}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Repair/Devise (20%)	<u>30</u> $\frac{15}{6}$	<b>ARMOR</b>	
<input type="checkbox"/> Drive Horse/Oxen (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Navigate (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Ride Horse (05%)	<u>5</u> $\frac{2}{1}$	Armor Type	Value
<input type="checkbox"/> Empire (25%)	<u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Occult (05%)	<u>35</u> $\frac{17}{7}$	<input type="checkbox"/> Science (01%)	<u>1</u> $\frac{0}{0}$	Shield Type	Dmg/Armor
<input type="checkbox"/> Fast Talk (05%)	<u>15</u> $\frac{7}{3}$	<input type="checkbox"/> Other Kingdoms (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____	_____	_____
<input type="checkbox"/> Fighting (Brawl) (25%)	<u>35</u> $\frac{17}{7}$	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	_____	_____

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-
Small knife	35	17	7	1D3	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

# COMBAT

Damage Bonus	<u>none</u>
Build	<u>0</u>
Dodge	<u>30</u> $\frac{15}{6}$





## **Eulalia/Egon**

Keeper of Agamemnon's Household

Age 31

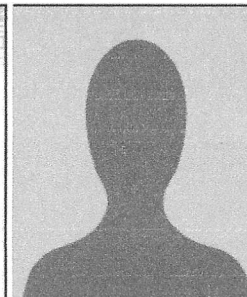
The proud, industrious chief servant of Agamemnon's household who dreams of a better life for their 16 year old son, Kallias, who has been training to be a foot soldier. They encouraged him to look into the disappearances in hopes that he could solve the mystery and cover himself in glory. They believe his subsequent disappearance to be their fault.

# ROMAN ERA

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Priest of Poseidon  
 Age 56 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

# CHARACTERISTICS

STR 35  $\frac{17}{7}$  DEX 45  $\frac{22}{9}$  INT 75  $\frac{37}{15}$   
 CON 50  $\frac{25}{10}$  APP 40  $\frac{20}{8}$  POW 50  $\frac{25}{10}$   
 SIZ 50  $\frac{25}{10}$  EDU 60  $\frac{30}{12}$  Move Rate 5



Major Wound  **M10P**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane  Indef. Insane  50 99

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	
78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

# CALL of CTHULHU

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

**M10P**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

# SKILLS

<input type="checkbox"/> Accounting (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Fighting (Dagger)	<u>30</u> $\frac{15}{6}$	<input type="checkbox"/> Other Language (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> Sleight of Hand (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Animal Handling (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> First Aid (30%)	<u>30</u> $\frac{15}{6}$	<input type="checkbox"/> Own Language (EDU)	<u>60</u> $\frac{30}{12}$	<input type="checkbox"/> Spot Hidden (25%)	<u>30</u> $\frac{15}{6}$
<input type="checkbox"/> Appraise (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Insight (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Greek	<u>60</u> $\frac{30}{12}$	Status (00%)	<u>50</u> $\frac{25}{10}$
<input type="checkbox"/> Art / Craft (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Intimidate (15%)	<u>40</u> $\frac{20}{8}$	<input type="checkbox"/> Persuade (15%)	<u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Stealth (10%)	<u>10</u> $\frac{5}{2}$
<input type="checkbox"/> Charm (15%)	<u>35</u> $\frac{17}{7}$	<input type="checkbox"/> Jump (25%)	<u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Pilot Boat (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> Swim (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Civics (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Library Use (05%)	<u>5</u> $\frac{2}{1}$	<input type="checkbox"/> Ranged Weapons		<input type="checkbox"/> Throw (25%)	<u>25</u> $\frac{12}{5}$
<input type="checkbox"/> Climb (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Listen (25%)	<u>50</u> $\frac{25}{10}$	<input type="checkbox"/> Repair/Devise (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Track (10%)	<u>10</u> $\frac{5}{2}$
Cthulhu Mythos (00%)	<u>0</u> $\frac{0}{0}$	<input type="checkbox"/> Medicine (01%)	<u>1</u> $\frac{0}{0}$	<input type="checkbox"/> R&W Language (01%)	<u>1</u> $\frac{0}{0}$		
<input type="checkbox"/> Dodge (half DEX)	<u>22</u> $\frac{11}{4}$	<input type="checkbox"/> Natural World (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Ride Horse (05%)	<u>5</u> $\frac{2}{1}$		
<input type="checkbox"/> Drive Horse/Oxen (20%)	<u>20</u> $\frac{10}{4}$	<input type="checkbox"/> Navigate (10%)	<u>10</u> $\frac{5}{2}$	<input type="checkbox"/> Science (01%)	<u>60</u> $\frac{30}{12}$		
<input type="checkbox"/> Empire (25%)	<u>25</u> $\frac{12}{5}$	<input type="checkbox"/> Occult (05%)	<u>75</u> $\frac{37}{15}$	<input type="checkbox"/> Divination			
<input type="checkbox"/> Fast Talk (05%)	<u>45</u> $\frac{22}{9}$	<input type="checkbox"/> Other Kingdoms (10%)	<u>10</u> $\frac{5}{2}$				
<input type="checkbox"/> Fighting (Brawl) (25%)	<u>25</u> $\frac{12}{5}$						

# ARMOR

Armor Type	Value
Shield Type	Dmg/Armor
	/
	/

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Dagger	30	15	6	1D4	-	1	-	-

# COMBAT

Damage Bonus	<u>none</u>
Build	<u>0</u>
Dodge	<u>22</u> $\frac{11}{4}$





## **Zoe/Zo**

Priest of Poseidon and Oracle

Age 56

A cynical, exhausted priest of Poseidon who has been an oracle in the temple ever since they were a small child. After devoting their life to the service of the gods, something they saw ten years ago began to give them doubts about the Olympians and their care for mankind, and they wish only to expunge their doubts... or confirm them.